

NCOF Bunco & Bites – Bunco Rules

Overview:

Playing Bunco is really easy, just roll three dice! But you need to know the guidelines for enjoying this fun game.

- Bunco is played by a player rolling three dice and is simply trying to roll as many of a particular number as they can (e.g. In Round 1 you'll be trying to roll 1's)
- Bunco is played with four players at each table.
- Each table has three dice.
- The tables are numbered; Table 1 is called the 'HEAD' table.
- Each table is divided into two teams. Teammates for that Round sit opposite each other. (Teammates will be different for each round.)
- Each team is trying to beat the other team at their table by scoring the most points.
- At the end of a round, players move according to what their table sign instructs & MUST move to have new teammates for the next Round. When the two teammates are about to start the next Round, they cannot be teammates again.
- Each player keeps their own score-sheet for the whole game.
- 3 games will be played. Each game consists of six rounds. At the end of the 3 games, prizes will be awarded to the player with the Most Buncos, Most Wins, Most Losses, and Last Bunco.

Game Play / Rules:

- The Speaker will announce the start of each round by ringing a bell. When that happens, a player at each table picks up the three dice and begins rolling them. Any player may start.
- If a player's roll contains at least 1 point, that player gets to roll ALL three dice again.
- Once a player rolls no points, the dice move clockwise (to the Left) to the next player. The player's accumulated points for their turn are recorded for that team.
- Once a team at the Head Table has scored 21 (or more) points, the Speaker will ring the bell to signal the end of the round for all tables no matter the scores.
- When the bell is rung to end a Round, the current player ONLY at each of the tables is allowed to finish their turn, i.e. allowed to keep rolling until they get a no-score roll.
- It is therefore possible to earn several more points or even roll a bunco or two after the bell has rung. But if a player is about to roll and the dice hasn't left the player's hand, then no roll is allowed and the Round is ended at that table.
- In the rare circumstance that a player at the Head Table should get a Bunco and end the round before all players have had a chance to roll then each of the other players will be allowed one complete turn. The dice must move all the way around each table at least one time for each Round.
- In the event of a tie at the end of a Round, then each player is allowed one more turn to break the tie.

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How to Score:

A player scores points by rolling the 3 dice and the number on the dice must match the round number or be a mini-Bunco.

For Example:

In Round 1, you are trying to roll 1's. In Round 2, you are trying to roll 2's, etc

- Rolling **one** matching dice you score **1 point**
- Rolling **two** matching dice you score **2 points**
- Rolling **three** matching dice you score **21 points – BUNCO!**

Feel free to get excited and yell Bunco!!

(Actually, you want to yell it loud enough to make sure someone passes you the foam die.

The player left holding this foam die at the end of all 3 games will win Last Bunco!)

- Rolling **three** dice that are the same but **not matching** is **5 points** and called a mini-Bunco and does NOT count as a real Bunco.

Once a player rolls no points, the dice move clockwise (to the Left) to the next player. The player's accumulated points for their turn are recorded for that team.

Score Sheet / Tally Sheet

Record your wins, losses, & Buncos on the front of your score sheet after each round. Feel free to either use the back of your score sheet for tallying your points. If you'd rather have a separate tally sheet, we will provide.

Prize Allocations

- A player can only win one prize; once they have won a prize they are no longer included in the further awards.
- Each prize will be awarded in order of highest first then proceed to the next prize starting with Most Bunco, then Most Wins, then Most Losses and finally Last Bunco.
- If there is a tie then all those who are tied have a Prize roll-off. For the Prize Roll-off, players who are tied will use 3 dice and roll once. The highest number rolled being the winner. If the highest rollers are tied, then only they will participate in another roll-off.

If you have any questions during the game, please raise your hand and the Speaker will come to help.

Enjoy, Have Fun and Good Luck!